EXPERT Landscape™

USER MANUAL

For IBM PC, XT, AT, PS/2 and compatibles
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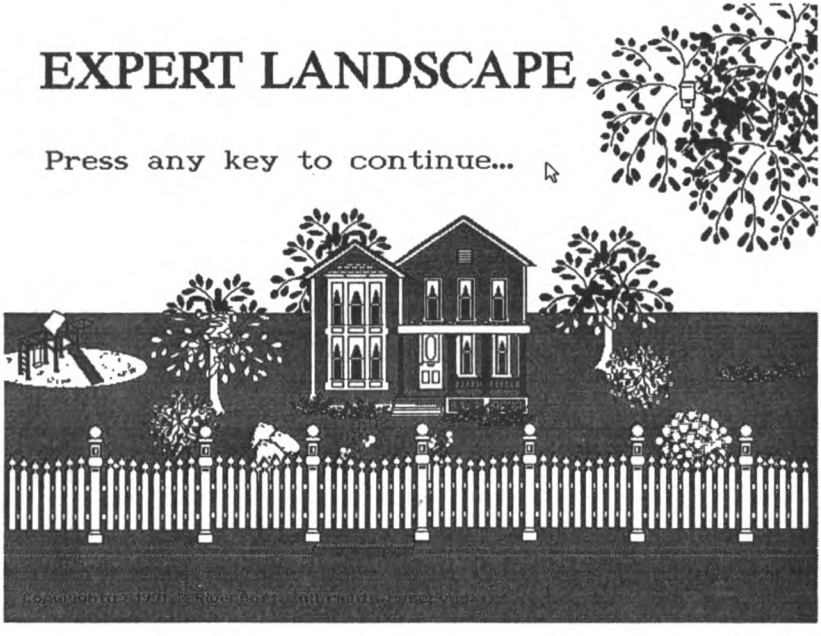


Chapter 1: Program Overview

Expert Landscape allows you to landscape your backyard, patio, the grounds around your office, even your apartment balcony. The program will lay out your property lines to match your dimensions. You can place elements in your design from a 200+ piece library of shrubs, trees, garden furniture, fences, symbols, even house outlines. You can move the elements on screen to see the way different layouts will appear.

Use Expert Landscape's drawing tools to customize your plan. You can enhance the layout with color and brick patterns. Freehand drawing lets you add contour lines. Mark a driveway, and fill it with a brick pattern. Then place a car outline on it! You can move, scale, flip and rotate objects on screen to suit your plan. You may even add text to the layout to notate your plans.

Expert Landscape also includes the Expert Plant Encyclopedia, a database containing information on rates of growth and sizes for common plants, shrubs and trees.

Features:

- This manual includes "An Introduction to Landscaping," with many helpful hints and tips.
- 200 piece library includes outlines for shrubs, trees, other plants, accessories, and houses.
- Displays length of property lines.
- Full featured drawing tools include lines, boxes, circles, eraser, flip, rotate, scale, bricks, and color.
- Add text to label your plan.
- Includes "Expert Plant Encyclopedia."
- Prints to standard graphics printers.
- Saves to standard .PCX files

Chapter 2: Installation and Startup

Hardware Requirements

- DOS 3.0 or higher.
- 640K bytes of available Random Access Memory (RAM).
- A hard disk or 720K or higher floppy drive.
- A monochrome or color monitor, with Hercules, CGA, EGA or VGA adapter.
- Epson compatible dot matrix or HP LaserJet series II compatible laser printers.
- A Microsoft compatible mouse is suggested but not required. NOTE: When the program detects a mouse present, the arrow cursor keys for drawing will be disabled.

Program disks:

Your package includes one 3.5 inch disk or two 5.25 inch disks. The program comes stored in compressed format. You *must* run the install program before you use Expert Landscape so that it may uncompress the files and configure the program for your computer.

We have also placed a program called SAFE on the disks. This program scans the stored files to make sure they're exactly the same as when they left our factory. This is to provide you with confidence that the disk does not carry a computer virus. We recommend you run the SAFE program from the DOS prompt to make this test.

The Installation Program

To run the Expert Landscape installation program, log into the drive with either the 3.5 inch disk, or disk one of the two 5.25 inch disks. At the DOS prompt, type INSTALL <Enter>. In the example below, the user has placed the disk in drive A:

```
A:          <Enter>
INSTALL     <Enter>
```

The install program will display a copyright notice. Press *<Enter>* or move the mouse cursor to the "OK" button and press the left mouse button to continue. Install will then test your system to determine the type of graphics display adapter present, and display the results in an information box. Please note the adapter type.

The test we use may not be applicable to every system; if you *absolutely, positively* are sure that this information is wrong, you'll have the option of changing the display option at the next screen. Press *<Enter>* or move the mouse cursor to the "OK" button and press the left mouse button to continue.

The Expert Landscape Installation options screen allows you to choose the video display option, the printer port, printer type, target drive and the name of the directory to install to. Each of the first four categories is "multiple choice." Indicate your choice by verifying or moving the dot in parentheses with the up or down cursor keys, or by typing the highlighted letter in the choice. The <TAB> key moves the blinking cursor from choice box to choice box.

Video Display

Install will place the dot by default on the display mode it detected and diplayed in the previous information box. Accept or change the choice as you wish, and press <TAB> to continue.

Printer Port

Install by default selects port 1 (parallel port 1 or LPT1). You may alternately choose parallel ports 2 or 3. If you're unsure what port your printer is attached to, choose the default, because it will cover most users. Accept or change the choice as you wish, and press <TAB> to continue.

Printer Type

Install by default chooses dot matrix. You may choose laser instead. Be sure your laser is set to HP series II emulation, if it's not already in the correct mode. Accept or change the choice as you wish, and press <TAB> to continue.

Drive

Select the target drive to install the program to. The Install program will choose drive C: by default. Accept or change the choice as you wish, and press <TAB> to continue.

Special Note to Single Floppy Drive System Owners:

If your computer has *one* floppy drive and *no* hard drive, be sure

to start the Install program from drive A:, and choose drive B: as your target drive. DOS will create a virtual (imaginary) drive for you. When you see the message "Insert disk for drive B: and press a key," place the target disk in the drive. When you see the message "Insert disk for drive A: and press a key," place the disk that came in the package in the drive. If you're running the Install program from the 5.25 inch disk, you'll be prompted to insert the second 5.25 inch disk from the package when necessary, and from then on the "drive A:" message will apply to the second disk from the package.

Program Directory

The Install program allows you to specify the name of the subdirectory to install Expert Landscape to, and will automatically create the directory when necessary. The default directory is called \LAWN. Should you wish to change the name of the directory, be sure your choice is eight letters or less, contains no illegal DOS characters such as the blank space, and is preceded by a backslash. Should you be installing to another floppy disk, we suggest you delete the default choice "LAWN," and leave only the backslash ("\") in the program directory box. Accept or change the choice as you wish, and press <TAB> to continue.

The Install Buttons

Once you've indicated your installation choices, to execute them you must "press" the command buttons. To select a button, use the <TAB> key to highlight the button and press *<Enter>*. Choose "Install" to copy the program files as per the choices you indicated above. Choose "Update" if you had previously installed Expert Landscape, and are running the install program again to change the video mode, printer or printer port you previously selected. Choose "Cancel" if you wish to abort the installation process.

Printer Selection

Prevously you chose the *type* of printer; your next step, after the program files have been copied, is to choose the exact model. You'll see a scrolling list of about 180 printers; choose your printer name or the one closest to it. Note: if you're using a printer which you normally set to a more standard emulation, such as HP Laserjet series II or Epson FX-##, choose the name of the emulation, not the name of your printer.

Starting the Program:

Once you've installed Expert Landscape, you may start the program by logging into the proper drive and/or directory if you've installed to a hard drive. In the example below, the user starts the program from a subdirectory called \LAWN on hard drive C:

```
C:          <Enter>
CD\LAWN     <Enter>  (substitute alternate directory if necessary)
LAWN        <Enter>
```

For floppy disk systems, be sure your working disk is in the correct drive (for example, if in A:, make sure you have the A> prompt on screen, and type LAWN *<Enter>* to start the program.

The opening screen will appear, with the program name, copyright and a picture of a house with plants and other objects around it. A message at the bottom will say, " Press any key to continue". Press a key and the program will take you to the main editing screen.

The main editing screen has four menu titles across the top and a rectangular, blank area below. The blank area below is your design area.

Pull Down Menus and Selecting Screen Objects

To use Expert Landscape, the two most important things you'll need to know are how to execute commands from the menus, and how to select objects in the design area for editing.

Keyboard Users

To activate or highlight a menu, simply press the first letter of the menu title, or press the right or left arrow keys. When a menu title is highlighted, a pull down menu will appear. Be sure your number lock key is turned off, and use the arrow keys on the numeric keypad to scroll up or down on this menu. To execute a command, highlight a choice and press *<Enter>*. You may also execute a command by typing the capitalized letter in the command name when the pulldown menu is active. In this manual, the capitalized letters in the command names will appear in bold type.

Many of the commands, such as **C**opy and **P**aste, or the drawing commands such as **L**ines or **R**ectangles require you to "select" the

part of the design area you wish to edit, or to select and place the element such as a line you wish to draw. At these times an arrow cursor will appear on screen. Move the cursor with the arrow keys, and press *<Enter>* to anchor it at the beginning point of the object or area you wish to edit or place. Press the arrow keys again to extend the selection - you'll see a dotted line or box appear depending on the command - and press *<Enter>* again to finish the procedure. This is called the selection box procedure.

Mouse Users

To activate or highlight a menu, simply move the mouse cursor to the menu bar and hold down the left mouse button. As you move the cursor across the menu titles, each will be highlighted. When you move the cursor down, a pull down menu will appear. To execute a command, simply release the left mouse button when the command choice is highlighted.

Many of the commands, such as **C**opy and **P**aste, or the drawing commands such as **L**ines or **R**ectangles require you to "select" the part of the design area you wish to edit, or to select and place the element (such as a line) you wish to draw. At these times, you'll need to "drag" with the mouse by moving the cursor to the beginning of the area you wish to select, holding down the left mouse button, moving either right or downward - you'll see a dotted line or box appear depending on the command - and then releasing the mouse button to finish the procedure. This is called the selection box procedure.

Chapter 3: Introduction to Landscaping

Historical Landscaping

For thousands of years, people have enjoyed beautifying their surroundings. The earliest recorded gardens were seen in Egypt in 3000 B.C. The Romans brought landscaping into the center of the home. The central courtyard became a major feature of the house, indeed the main living area. Garden layouts were modeled after the Greek style with flower beds, paths and statuary with fountains and pools providing irrigation. The famous fantasy and geometric gardens of the Italian and French Renaissance greatly changed the world of landscaping by introducing formal gardens. Some

magnificent examples of these gardens are preserved today, gracing many chateaus, villas and halls throughout Europe. The English landscaping movement during the eighteenth century was a reaction against the artificiality of formal gardens. Formal gardens were entirely replaced by natural open gardens and parklands, where a feeling of vast space dominated. Victorian England, however, returned to classical geometric and knot layouts distinguished by hedges and brightly colored flowerbeds. Meanwhile, in the Orient, asymmetrical landscape design had been developed as an art form for hundreds of years. Today's contemporary landscaping draws not only on the past styles, but has a look of its own. As it was during Roman times, it is part of the total living environment, rather than merely a showcase.

Planning Basics

Effective landscaping begins with planning. It should be an extension of personal lifestyle, taste and available resources. Before you start designing with Expert Landscape, decide what you want from your landscape. Consider the following:

What will you use the space for? Entertaining? Relaxation? Recreation? Working? Storage? Do you want the landscaping to provide privacy or be more open to public view, or a little of both? Money, time, and effort are also important considerations in successful landscape planning. Sometimes implementing your plan in stages is better as it costs less initially and you may discover new ideas not anticipated when starting your design. Don't forget about long term maintenance. Often a more modest, low maintenance landscape is better than a neglected, high maintenance one.

It's also wise to put flexibility in your landscaping. The needs of a single family or small business can vary over a period of years as the family grows or the business expands.

It really helps to obtain some general information about the site you wish to develop before you begin. Information about structural dimensions, boundary lines and gradients is often available on a deed map, house plan or contour map. If you don't have this information, it often can be attained at county offices, your city hall or mortgage company. Other important considerations are zoning codes or covenants that restrict the location, height or type of structures or plants.

The first step in planning a landscaping design should start outside. Start by walking around the property with a sketch pad or clip board drawing in hand, and where necessary, write notes about the elements listed below.

Property Lines

It is essential to be certain as to your property's exact boundaries and dimensions. Start measuring by marking the corners of your lot either by stake or chalk. If there's any possibility your landscaping may spread into a neighbor's, it might be a good idea to have the property surveyed. Otherwise, your neighbor might someday have the right to insist you move your flower bed or tear down a fence.

Major Structures and Existing Landscaping

Draw the basic outline of your home or any buildings on your property. Include any doors, windows, stairs, patios, decks, indentations, porches. Additionally, you'll want to include in your sketch any trees, shrubs, walkways, drives, walls and fences that you want to incorporate into the new landscape or might have to remove. Remember to consider the health of any existing trees or plants before you decide to leave them in your plan. And don't forget any bulbs or seeds planted previously which will bloom during another time of year.

Microclimate and Exposure

Your property has a microclimate: small variations in the overall climate, particular to your site. In addition to knowing the seasonal temperature variations, rainfall patterns, frost frequency and humidity levels in your area, it's important to mark some of the elements of your microclimate on your sketch. First locate north in relation to your property then mark the shaded and sunlit areas of the property. Also note the hot and cold spots as well as the windy areas. Any areas which are particularly windy may need some type of protection such as a wall or fence. It's also a good idea to indicate the direction of the prevailing wind.

Gradient and Drainage

A major consideration in landscaping is property drainage which corresponds to the gradient or slopes in the property. Contour lines

should be added to your sketch showing the higher part of the property and the lower parts. Note whether drainage is blocked at any point so that the soil remains wet or the runoff is too rapid causing erosion. Mark the location of all existing downspouts and catch basins.

Soil

It is essential to find out about the type of soil on your property and include any of this information on your sketch. Topsoil is the essential layer for plant growth. The depth of the topsoil varies and should be measured by digging a hole with steep sides or by using a soil auger (a tool that looks like a giant corkscrew). The subject of soils is too extensive to include here, but one way to discover a great deal about the type and fertility of any soil is to observe the plants that grow in it naturally. A local nursery can also provide information about soil in your area and a soil testing kit or laboratory can measure the chemical composition.

Property Views

Now that you've been walking around and have your basic sketch, notes and dimensions on paper, don't forget to take a good look at the view from different locations your property. You want to take advantage of the things that you like to see from your site and minimize the view of things you don't like to see. So, write these things down too, e.g., "Great view of the pool from master bedroom window."

Design Guidelines

By following the basic principles of landscaping, as developed by landscaping professionals, you will have the best chance of creating a quality design, one that you'll always enjoy. They are simple in concept so whenever you feel as though you're getting lost in your project, return to this section and remember these rules:

Unity

The design should seem like a single piece with the structures, plants, walls, fences and drives working together. No one element should stand out. Strong level lines and geometric shapes can contribute to unity.

Simplicity

Design simply by using a few harmonious colors and limiting the variety of plants. Avoid designing too many distinct units that will have to be tied together.

Proportion

Choose trees and shrubs that are proportionate to your structure and the surroundings. Build plant growth and tree maturation into your plan. A sapling which looks terrific today could overpower your design as it grows into a tree.

Balance

Locate a center of interest on your site and create a visual balance on both sides. A large tree on one side of a yard can be offset by a grouping of smaller trees on the opposite side.

Variety

A monotonous landscape can be broken up by selecting plants of different shapes, shades and textures or imposing different materials within the basic design. It should be the final touch on the design and provide the little surprises that make the landscape interesting.

Styles

Living in the twentieth century gives you the advantage of using any of the historical styles which are tried and true, plus adding some contemporary ideas of your own. Ask yourself the following before you decide on the style that suits you: What is the architectural style of your home and the buildings in the neighborhood? What plants and trees dominate your area? And don't forget the principle of unity. The style of the outside of a home should be in keeping with the inside so the house and garden are seen as a whole. The landscape can usually be seen from the windows of the house and should harmonize with the style of the interior as much as possible.

Knot

Knot gardens are balanced symmetrically and generally include

well-manicured lawns, sheared hedges, defined flower beds, a fountain or pool. If your home or building has a formal facade, level or terraced site, this type of formal landscape may be desirable. Just remember that formal landscapes generally require heavy maintenance.

Oriental

In contrast to the symmetry of a knot garden, Japanese gardens are asymmetrical and create a serene effect, using rocks gravel and a few plants of varying size and texture. It requires careful thought in placing each element in an Oriental garden and is often most effective in small areas. Structures with modern or sleek lines are good candidates for oriental gardens. Again, maintenance of this garden style is high.

Spanish or Mediterranean

Spanish gardens evoke images of warm weather, adobe walls, a central fountain, vines, citrus trees and wrought-iron grillwork. If selecting a Spanish garden, remember that it works best with Spanish or Mediterranean architecture.

Cottage

The cottage garden was perfected by the English who were able to pack an enormous amount of annuals and perennials into small spaces. In this style, every bit of space is used for growing flowers, intermingling with vegetables and spilling over brick walls and stone paths. Traditional brick houses, country style homes, houses, condos, apartments with limited yard space would be great candidates for this style.

Natural

This style is the easiest to maintain. Meadows, woodlands, mountain slopes, meadows, tropical, desert or rural areas naturally contain the native plants and elements to be enhanced by natural gardens. This style is more random in style. The larger the site, the more varieties of plant combinations can be added.

Contemporary

There is no single contemporary style which can be identified.

Contemporary styling is more of a feeling of informality and relaxation. It may include multilevel wooden decks, swimming pools and jacuzzis, raised flower beds, planters, lighting and paved areas. The look should be clean and uncluttered. Typically the plants should require little maintenance.

Chapter 4: Sample Session

For a tour of Expert Landscape's capabilities, and as a guide for using this program, this chapter will help familiarize you with:

- Basic drawing instructions and file saving procedures.
- A sample landscaping session using a pre-drawn base map which you will landscape.

Basic Drawing and Saving

Start the program by following the directions in the previous chapter. Once you see the main edit screen with the menu bar at the top on your screen and the design area below, you are ready to begin. You'll notice that on the bottom of the screen is a status line. This is a message line which will tell you which menu you've enabled as well as provide other important messages or instructions.

Practice moving around the menu choices. Make sure the number lock is off, then activate the pulldown menus by using the left, right, up and down arrow keys on the numeric keypad (when this manual refers to the arrow cursor keys, we mean the arrow keys on this keypad). Do not press <*Enter*> yet. If you have a mouse, practice holding down the left mouse key, dragging the cursor across the menu bar highlighting the menu bar, but do not lift your finger to select any of the choices yet.

Drawing a Line

Practice drawing a line. Do the following:

1. Highlight the **T**ools menu title on the top of the screen (keyboard users press <*Enter*>). The pulldown menu will appear.

2. Highlight **L**ine. Press *<Enter>* or release the left mouse button to select. A submenu will appear with a choice of **F**reestyle, **H**orizontal, **V**ertical and **A**ngled lines. To activate the submenu with the keyboard, simply press the down arrow key. Mouse users should simply move the mouse to the right slightly and press down the left mouse button to highlight the submenu commands.

3. Highlight **H**orizontal, and press *<Enter>* or release the left mouse button to select. An arrow shaped cursor will appear on the blank design area below. If using a keyboard, move the cursor to the left side of the screen to start drawing the line by using the arrow keys. Press *<Enter>* to indicate the leftmost point of the line, and use the right arrow key to extend the line to the right side of the screen. Press *<Enter>* to indicate the end of the line. Press *<Escape>* to return to the menu. Mouse users may simply move the arrow cursor by moving the mouse to the left, then hold the left button down, drag the cursor across to the right, extending the line, then release the button to end the line. Mouse users may press the right mouse button to return to the menu.

Note that the line **S**tyle command can be used to select the look of any line you draw by selecting it before you start drawing a line. You may choose from **D**otted, **S**olid, **T**hick or thi**N**.

Drawing a Rectangle

Practice drawing a rectangle. Do the following:

1. Highlight the **T**ools menu title on the top of the screen (keyboard users press *<Enter>*). The pulldown menu will appear.

2. Highlight **R**ectangles. Press *<Enter>* or release the left mouse button to select.

3. An arrow shaped cursor will appear on the blank design area below. If using a keyboard, move the cursor to the left side of the screen to start drawing the rectangle by using the arrow keys. Press *<Enter>* to indicate the upper left corner, then use the PgDn key to extend the box diagonally to the lower right. Press *<Enter>* when the box outline is the size you want; but

don't take up more than a quarter of the screen, as we'll need room to copy it later. Press <*Escape*> to return to the menu. Mouse users may simply move the arrow cursor by moving the mouse to the left, then holding the left button down, drag the cursor across to the lower right, extending the box, then release the button to end the box. Mouse users may press the right mouse button to return to the menu.

Painting the Rectangle

This is step is for EGA/VGA users only. To paint a rectangle green:

1. Highlight the **T**ools menu title on the top of the screen (keyboard users press <*Enter*>). The pulldown menu will appear.

2. Select the **P**aint command by pressing <*Enter*> or releasing the left mouse button. The color choice window will appear.

3. Keyboard users, press "U" (for up) or "D" (for down) to change the color square in the center of the box. When you see the color green, press <*Enter*>. Mouse users, select the Up or Down buttons by moving the arrow cursor on top of either and pressing the left mouse button; this will change the color square in the center of the box. Continue until you find green. Move the mouse cursor to the word Accept, then press the left mouse button.

   Now that you've selected a color, the color choice window will disappear. Move the cursor into the middle of the rectangle you've drawn. Keyboard users, press <*Enter*> to paint it green. Press <*Escape*> to return to the main menu. Mouse users press the left mouse button to paint, then the right mouse button to return to the menu.

Copying the Rectangle

Next, we'll copy the rectangle. Note that the procedure used is similar to that used when you erase, move, rotate, shrink or enlarge (scale) or flip portions of the screen.

1. Highlight the **E**dit menu title on the top of the screen (keyboard users press <*Enter*>). The pulldown menu will appear.

2. Select the **C**opy command by pressing *<Enter>* or releasing the left mouse button.

3. Keyboard users, use the arrow keys to move the cursor to a point just above and to the left of the rectangle just drawn then press *<Enter>*. Then use the cursor keys (PgDn, in combination with left and/or down if necessary for fine tuning) to extend the selection box (the thin lines) to just past the far corner of the rectangle. Press *<Enter>* when you've surrounded the rectangle. You've just copied the rectangle into memory. The selection box will remain on screen; use the cursor keys to move it to another location on the screen and press *<Enter>*. An exact duplicate of the original green rectangle will appear. Mouse users, to select the box, move the cursor to a point just above and to the right of the rectangle, hold down the left mouse button and drag to the lower right until the selection box surrounds the rectangle. Release the button; the rectangle is copied into memory. Then press the left button down again and move the mouse to move the selection box; when the box is moved to a clear part of the screen, release the button. An exact duplicate of the original rectangle will appear.

Getting a Tree

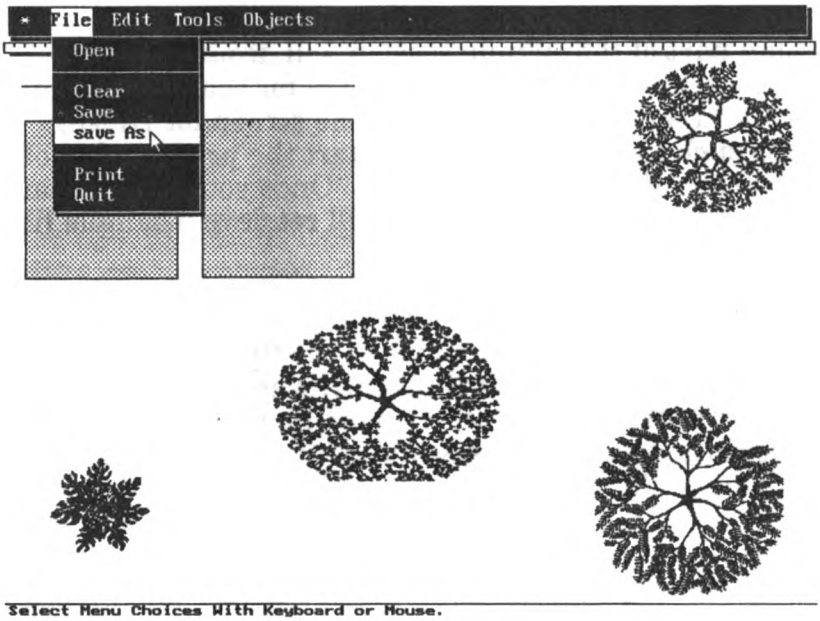
To copy a tree or any other objects from the libraries:

1. Highlight the **O**bjects menu title on the top of the screen (keyboard users press *<Enter>*). The pulldown menu will appear.

2. Select the **T**rees command by pressing *<Enter>* or releasing the left mouse button. A box will appear listing a single file with the extension .TRE. Since there's only one file, you don't need to choose a file name, so press *<Enter>* on the keyboard or move the mouse cursor on top of the file name and press the left mouse button. (If you wished not to continue, you could have pressed *<Escape>* or selected the Escape button with the mouse). Note: mouse users may select the Move button to drag the dialog box to another part of the screen. Once the file has been selected, another box will appear on the screen to verify your choice. Type "Y" to continue or using the mouse, select the Yes button.

3. A screen full of trees will appear. To select one, recall how we

used the **Copy** command. Keyboard users move the cursor to a point just above and to the left of the tree you wish to select, then press *<Enter>*. Then use the cursor keys (PgDn, in combination with left and/or down if necessary for fine tuning) to extend the selection box (the thin lines) to just past the far corner of the tree. Press *<Enter>* when you've surrounded the tree. You will return to the design area; you'll see a flashing box. Use the arrow keys to move the box to the spot you would like place tree and press *<Enter>*. Mouse users, to select the tree, move the cursor to a point just above and to the right of the tree, hold down the left mouse button and drag to the lower right until the selection box surrounds the tree. Release the button. You'll return to the design area. Press the left button down again and move the mouse to move the box outline which will now appear. When you've moved it to the place you wish the tree to appear, release the mouse button, and the tree will appear.



Saving and Quitting

Now let's practice saving the design and quitting the program.

1. Highlight the **F**ile menu on the top of the screen (keyboard users press *<Enter>*. The pulldown menu will appear.

2. Select the save **A**s command and press *<Enter>* or release the mouse button. The save **A**s command will always prompt you for a file name before saving a file. You'll see a box in which to enter a name. Enter TEST.PCX. Note that you must always enter the ".PCX" extension after a file name of your choosing. You'll be prompted to reconfirm the file name; type "Y" to do so, or select the Yes button with the left mouse button. The file will be saved.

3. To quit the program, highlight the **F**ile menu on the top of the screen (keyboard users press *<Enter>*. The pulldown menu will appear. Locate the **Q**uit command and select it by pressing *<Enter>* or releasing the mouse button. You'll be prompted to reconfirm that you wish to exit to DOS; type "Y" to do so, or select the Yes button with the left mouse button.

Landscaping a Pre-drawn Base Map

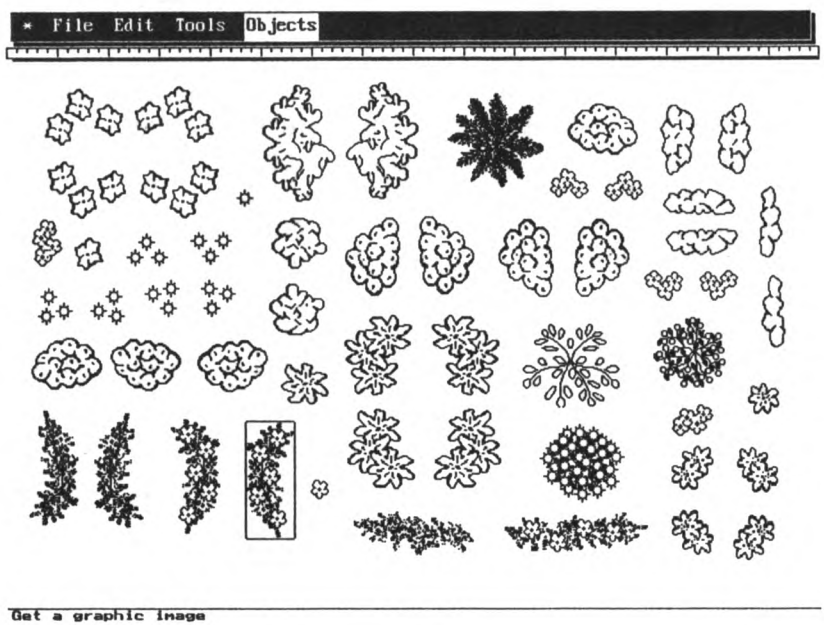
This second part of the sample session will assume you've familiarized yourself with the procedures for selecting commands from the menu and selecting parts of the screen for editing procedures such as copy and paste. Start the program by following the directions in the previous chapter. Once you see the main edit screen , you are ready to begin. We will retrieve a sample file and edit it.

1. Select **O**pen from the **F**ile menu. This will bring up the file list box, which will include the name of the file you just created (TEST.PCX) and one other file which was copied at the time you installed Expert Landscape. Depending upon the type of graphics adapter you chose at installation, the other file will be named one of the following: VGASAMP.PCX, EGASAMP.PCX. CGASAMP.PCX or HERCSAMP.PCX. Highlight the appropriate file name appearing on your screen to select the sample base map.

3. A sample base map will appear. A base map shows all the elements of an area before you begin adding such elements as your house, the driveway, the existing foliage, the wind direction, the position of the sun and the drainage. We've already placed the house and driveway in this design, and will

simply add objects to landscape this base map.

4. Start by adding some shrubs to the west side of the house (this will help shield against the wind indicated on the far left of the map). Select the **O**bjects menu, then the **S**hrubs command. Press *<Enter>* again to select the file with the extension .SHR, or click the mouse on the file name. Press "Y" to continue or click on Yes. Move the cursor to the right side of the screen. Draw a box around the shrubs (the ones on the extreme right, vertically oriented, underneath the horizontally oriented shrubs at the very top) using the box drawing method described earlier. Press *<Enter>* or release the left mouse button to go to the main edit screen where the base map appears. Move your cursor to the west side of the house and press *<Enter>* or click the left mouse button to place the shrubs.



5. Next let's add some flowers to the east side of the driveway. Select the **O**bjects menu and choose other **P**lants. Press *<Enter>* again, or click on the file name with the .PLA extension to continue. Type "Y" or click on Yes. Draw a box around the flowers at the lower left of the screen (see illustration above)

and press <*Enter*> or click the left button of the mouse to go to the main edit screen where the base map appears. Move your cursor to the east side of the driveway and press <*Enter*> to place the flowers.

6. Let's place more flowers on the west side of the driveway, using the **C**opy command. Select the **C**opy command from the **E**dit menu and draw a box around one group of the flowers you just placed. When the selection box is complete, press <*Enter*> or release the left mouse button, then move the shimmering box to the area on the other side of the driveway and place the copied flowers there.

7. (This step is for EGA and VGA users only). The driveway is in need of paving. Select **B**ricks from the **T**ools menu. Move the cursor so that it's in the middle of the driveway and press <*Enter*>. Mouse users move the cursor into the middle of the driveway and click. Repeat the procedure to the path attached to the driveway.

8. A car belongs in the garage. Select **A**ccessories from the **O**bjects menu, using the same procedure as selecting shrubs or flowers. This time you'll see two file listings; choose the file *without* a number in the file name (example: VGA.ACC). To the far right of the screen are four cars. Select the car facing left (horizontally oriented) and place the car in the garage.

10. Add a pool in the backyard. Select **Accessories** from the **O**bjects menu, and choose the file *without* a number in the file name (example: VGA.ACC). Select one of the pools, then place it to the south of the house.

11. The pool is too small for the yard. Let's enlarge it. Select **S**cale from the **T**ools menu. Using the same procedure to select an area for copying, select a square around the pool, then press <*Enter*> or release the mouse button. The pool will disappear, but will be kept in memory. Press <*Enter*> or press the mouse button to define a larger area; make your selection box in the same area as the one you had previously placed the pool, but make it bigger. Press <*Enter*> or release the left mouse button when the box is the right size (you decide the size) to fit in the area and the pool will reappear.

12. Now feel free to continue add more trees, shrubs or flowers to

the design. EGA and VGA users may "paint" the lawn green. Take this opportunity to play with some of the drawing tools.

13. When your design is finished, you'll need to save your work. Select save **A**s from the **F**ile menu. In the same way you saved the file in the first sample exercise, name this file with a file name of your choosing. Don't forget to add the .PCX extension.

That's the end of the sample session. The remainder of the manual will be devoted to a chapter by chapter discussion of each menu command, organized according to their placement on screen.

Chapter 5: File Menu

The **F**ile menu allows you to control file and printing operations. When you pull down this menu, you will see the following commands: **O**pen, **C**lear, **S**ave, save **A**s, **P**rint, and **Q**uit.

Open

This command allows you to retrieve and display a previously created layout file. When you select this option, Expert Landscape will display a list of files with a .PCX extension. If there are more than eight files in the directory with this extension, use the PgDn key to scroll to the next files. Select your file choice by highlighting it with either the up or down arrow keys, then press *<Enter>*. Mouse users may move the mouse cursor on top of the file name of your choice and press the left mouse button. A message will appear to advise that the file is loading, and the layout will appear on screen shortly thereafter.

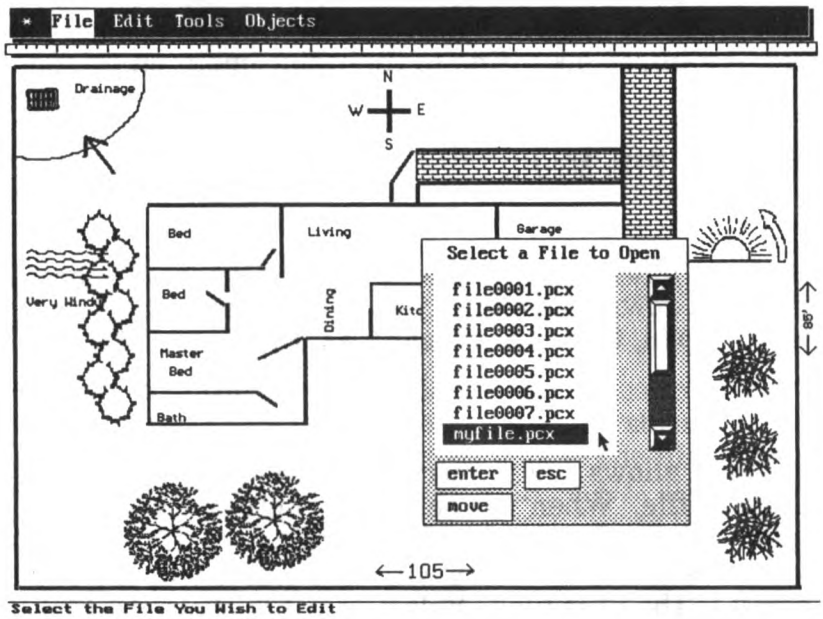
Clear

Choose this command to clear any current work, in effect giving you a blank drawing page to work with. Before saving any new work after you clear the screen, Expert Landscape will prompt you for a new file name.

Save

Choose this command to save the file you are currently working on. If this is a new file a box will appear in which you will be prompted

for a file name. After you type the file name, you must type in the file extension .PCX; e.g., FILENAME.PCX <*Enter*>. If the file had been previously saved, Expert Landscape will not ask for a new file name. Note that you must use a legal DOS file name: use characters or numbers only, and do not insert any blank spaces in the name.



All files are saved in sixteen color mode for EGA and VGA. CGA and Hercules are saved in two color (black and white) mode. Since Expert Landscape uses a standard .PCX format for saving files, you can import these files into other programs that read .PCX format. Some examples are PC Paintbrush, the Windows Paintbrush accessory, even full featured word processing programs such as WordPerfect.

save As

This will save the current file under a different name which you will specify. You may choose to do this as a quick way to make minor changes to your design and save them under separate file names. It is very useful if you want to have different variations of

the same basic design. You will prompted for a file name in a box similar to that described in the **S**ave command above.

***P**rint*

This option will send a copy of your design to the printer. When you installed the program, you selected a default printer and a port. Your design will automatically be printed according to this default. If you want to change the default, it will be necessary to run the Install program again. Before printing, the program will prompt you to reconfirm that you really wish to print.

***Q**uit*

This will end your Expert Landscape Session. If you have not saved your design, you will be prompted to save it, and the program will also ask to reconfirm that you wish to return to DOS.

Chapter 6: Edit Menu

The **E**dit menu provides you with access to commands which modify or measure the existent layout, such as **U**ndo, **M**easure, and **C**opy, as well as providing you with the ability to add text to the layout as a finishing touch.

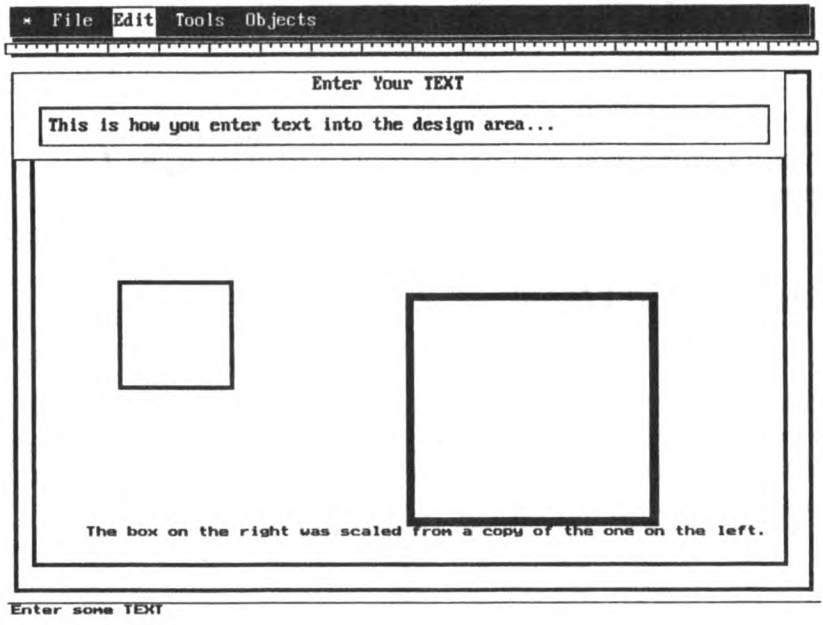
***U**ndo*

This will reverse the effects of the previous command. For example, if you erased part of a picture unintentionally, this will restore the erased part. This will only undo the most recently executed command. Note: certain commands, such as **C**lear, are irreversible; when you execute that command, the program will first provide you with a warning and ask you to reconfirm the operation before executing.

***T**ext*

The **T**ext command will allow you add text to your layout. When you execute the command, a box will appear for you to type text into. Type in the text you wish and press *<Enter>* or press the left mouse button. You will then be prompted for the direction of the text, either horizontal or vertical. Type in either "H" or "V", or

select either of the buttons with those words with the mouse. Next you will be asked to choose the size of the text —small, medium or large; type in "S," "M," "L," or "E" for exit, or select the proper button with the mouse. This will return you to the design area. Place the text on your design by moving the cursor to where you'd like the text to be and press <*Enter*> or move the mouse until the cursor arrow is in the spot you wish for the text and press down the left mouse button.


File Edit Tools Objects
Enter Your TEXT
This is how you enter text into the design area...
The box on the right was scaled from a copy of the one on the left.
Enter some TEXT

Copy

This allows you to make an exact copy or duplicate of an object or part of your design and put it in another place. (Note: you use this same procedure to **E**rase, Move, **R**otate, **S**cale and **F**lip. From this point on the manual will refer to this as the selection box procedure).

To copy part of the screen, keyboard users may use the arrow keys to move the cursor to a point just above and to the left of the part of the screen to be copied, then press <*Enter*>. Then use the cursor keys (PgDn in combination with the left and/or down keys if

necessary for fine tuning) to extend the selection box (the thin lines appearing after the first cursor press) to just past the far corner of the rectangle. Press *<Enter>* when the selection box encloses the area to be copied. The selection box will remain on screen; use the cursor keys to move it to the part of the screen you wish to place the copy. When it's in the place you wish the duplicate to appear, press *<Enter>* again and the copy will appear. Mouse users, to select the box, move the cursor to a point just above and to the right of the area to be copied, hold down the left mouse button and drag to the lower right until the selection box surrounds the area to be copied. Release the button. The selection box will remain on screen. Press the left button down again and move the mouse: the selection box will move. When the selection box is in the place you wish the duplicate to appear, release the mouse button.

Move

This allows you to move an object or part of the screen already in your design. Use the selection box procedure to define the area you wish to move and place the moved area in a new position. Note that this command is exactly the same as **C**opy except that it erases the original.

Erase

This command allows you to define a box on screen within which everything will be erased. Use the selection box procedure to define the rectangular area you wish to erase.

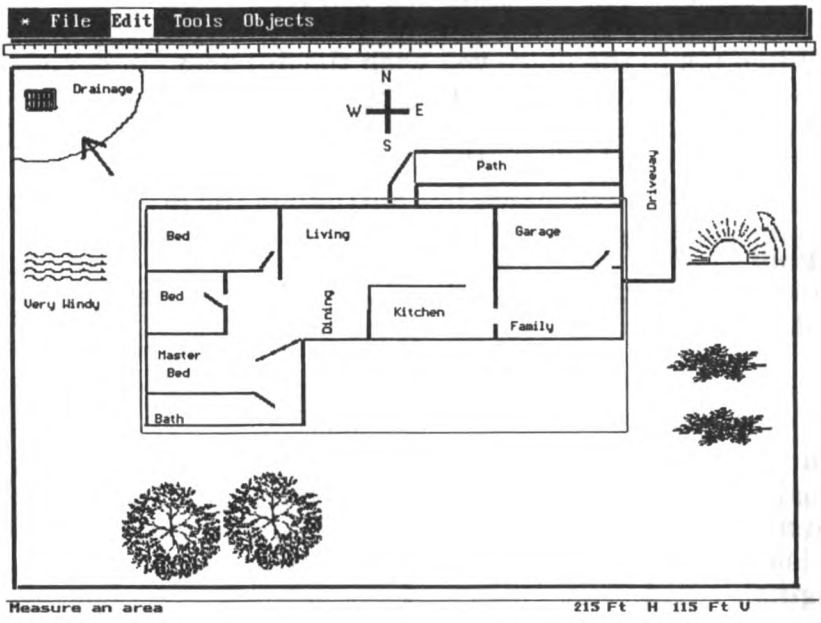
Ruler

This command turns the on screen ruler off or on at the top of the screen. It may be used for spatial screen reference. Each large mark is equal to 4 meters or roughly 13 feet at the default scale.

*mea**S**ure*

This command allows you to draw a box, displaying the horizontal and vertical length of each side in feet or meters, allowing you to measure any area. When you execute the command, use the up or down cursor keys or mouse to select feet or meters. Then use the selection box procedure to define the rectangular area to be measured; the box will disappear when done. The measurement will appear on the status bar as a number, then F or M for feet or

meters, and H or V for horizontal or vertical.



Chapter 7: Tools Menu

The **T**ools menu provides you with the basic drawing tools to create lines, circles, freestyle details and more, as well as important "modifiers" such as the **S**cale command which allows you to change the size of an object or screen area.

Line

This option lets you add lines to your design. When you choose this command, a submenu offering a choice of **F**reestyle, **H**orizontal, **V**ertical and **A**ngled lines will appear.

Once you've made the selection from a menu, keyboard users may move the cursor with the arrow keys and press *<Enter>* to begin the line. To end the line, press *<Enter>* again. Mouse users may move the cursor to the point at which they wish to start the line, hold down the left mouse button, move the cursor to the end position of

the line, and release the button. Use the line **S**tyle command, described below, to change the look of the line.

Rectangles

This command draws a rectangle or square. Use the selection box procedure to define the perimeter of the rectangle. Note that the line **S**tyles command sets the line thickness and style for the outline.

Circles

This allows you to add different size circles or ovals to the design. Use the same procedure as you use to draw rectangles. Note that the starting point for the selection "box" is the center of the circle, and the ending point is its circumference.

Paint

This command allows you to paint or add color to your design. This option is available in EGA and VGA mode only. Note to CGA users: Expert Landscape utilizes a type of CGA mode (640 pixels by 200 pixels in black and white) that provides you with greater screen detail rather than an alternate (320 pixels by 200 pixels by four colors) which would provide color but less detail.

The **P**aint command allows you to fill an area with color. This area must be completely enclosed by a border or outline, or else the color will "leak out" into other parts of the drawing. When you execute the command from the menu, the color choice window will appear. Keyboard users, press "U" (for up) or "D" (for down) to change the color square in the center of the box. When you see the color green, press *<Enter>*. Mouse users, select the Up or Down buttons by moving the arrow cursor on top of either and pressing the left mouse button; this will change the color square in the center of the box. Continue until you find green. Move the mouse cursor to the word Accept, then press the left mouse button. Once you've selected a color, the color choice window will disappear. Move the cursor into the middle of the area you wish to fill with color. Keyboard users, press *<Enter>* to paint it the color you chose. Press *<Escape>* to return to the main menu. Mouse users press the left mouse button to paint, then the right mouse button to return to the menu.

Brick

The **B**rick command allows you to fill an area with a brick-like pattern. This option is available in EGA and VGA mode only. The area must be completely enclosed by a border or outline, or else the pattern will "leak out" into other parts of the drawing. When you execute the command from the menu, move the cursor into the middle of the area you wish to fill with the brick pattern. Keyboard users, press *<Enter>* to fill. Mouse users press the left mouse button to fill.

line Style

This allows you to choose the type of line you would like: choices are **D**otted, **S**olid, **T**hin and thic**K**. Select the style from the popup submenu by highlighting your choice and pressing *<Enter>* or releasing the mouse button. The line style will take effect with the next line *or* rectangle you draw.

Rotate

This command allows you to rotate an object or screen area 90 degrees (to the right) at a time. When executing the command, use the selection box procedure to define the area to be rotated.

Flip

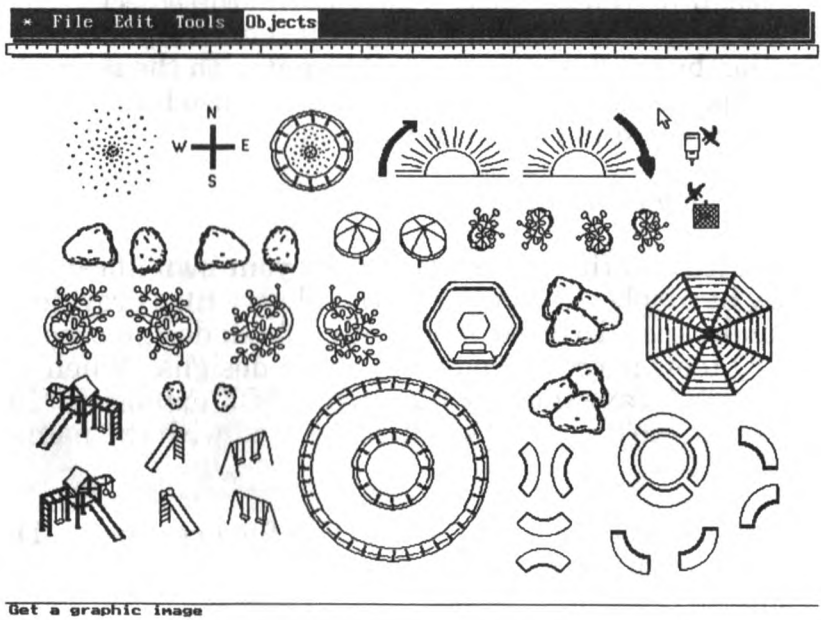
This command allows you to flip an object or screen area upside down. When executing the command, use the selection box procedure to define the area to be rotated. Note: for larger screen areas, this procedure will take a little time. The menu title at the top of the screen will be highlighted during the time the procedure is calculating what the "flipped" area will look like, to let you know that the command is "in progress."

Scale

This command allows you to change the size of an object or screen area. Use the selection box procedure to define the area to be scaled. When you've defined the area, it will disappear. Use the selection box procedure a second time to define a different sized area for the newly scaled object or area; when the selection box is complete, it will reappear to fill the second selection area.

Chapter 8: Objects Menu

The **O**bjects menu provides you with access to the libraries of object outlines such as trees, pools, lawn swings, etc. Note that whenever you access the libraries you will automatically go into selection box mode to copy from the library into the design area.



The **O**bjects menu lists five commands which access the five different library categories:

Trees:	Outlines of trees.
Shrubs:	Outlines of shrubs and bushes.
other **P**lants:	Outlines of flowers, etc.
Accessories:	Contains two libraries: the first (unnumbered) contains outlines of pools, cars and other large objects. The second, with the number "1" in the file name, contains lawn furniture and miscellaneous objects.
Houses:	Contains two libraries full of various house outlines.

When you choose one of the libraries from the menu, a box will appear listing a file or files. Keyboard users should press the up or down arrow keys to activate the highlight bar, highlight the file name they wish to work with if more than one is listed, then press the *<Enter>* key to view the file with the library contents. Mouse users should move the arrow cursor on top of the file name they wish to work with and press the left mouse button.

When the library is on screen, you'll automatically go into the selection box procedure. Select a box around the object you wish. When the selection box is complete, you'll return to the design area. The selection box will be on screen. Move it with the arrow keys or mouse, and press *<Enter>* or press the left mouse button to place your selection when the box is in position.

Adding your own library files

We've provided you the option of creating your own library files, which may be displayed along with the library files provided with Expert Landscape. To do so, start with a fresh design area, and use the drawing tools to create your own object designs. When you have a screenful, save the new file with a .PCX extension. In the example below, we'll assume the files is saved with the name MYFILE.PCX.

Each library category has a different DOS file extension. The extensions for each are listed below:

Trees:	.TRE
Shrubs:	.SHR
Other Plants:	.PLA
Accessories:	.ACC
Houses:	.HOU

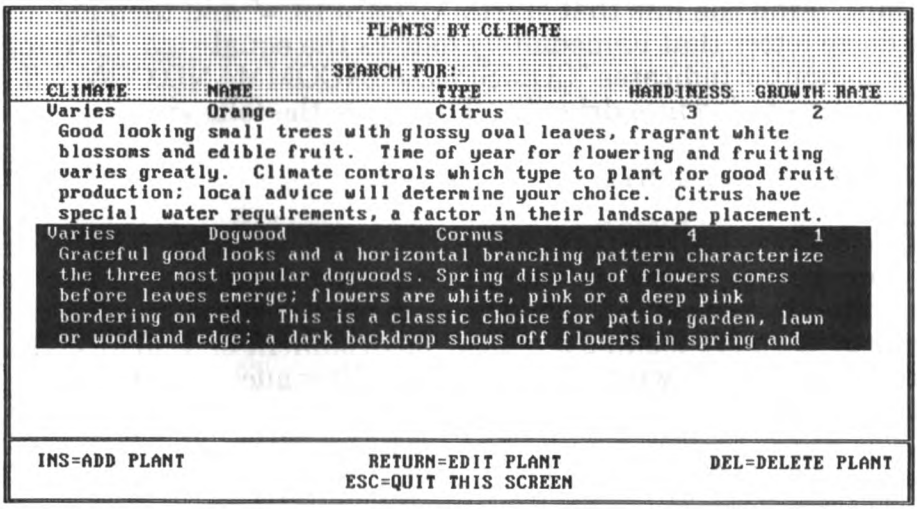
To view your library file alongside the default library files, you simply have to exit to the DOS prompt and rename the file to the proper extension. In the example below, we'll change MYFILE.PCX to MYFILE.HOU with the DOS Rename command. Afterwards, the file will be listed in the Houses file listings, along with the two default libraries. Note: this assumes that the user has exited the program and is in the same subdirectory as Expert Landscape:

```
REN MYFILE.PCX MYFILE.HOU   <Enter>
```

Chapter 8: Expert Plant Encyclopedia

The Plant Encyclopedia is designed to provide you with basic information about various types of flora. The database is fully editable and you may add entries of your own as well as editing any of our entries.

The plant encyclopedia is a separate program. You must exit Expert Landscape to run it. At the DOS prompt, type PLANT <*Enter*>. Note: the Plant encyclopedia does not support the mouse.


PLANTS BY CLIMATE
SEARCH FOR:
CLIMATE NAME TYPE HARDINESS GROWTH RATE
Varies Orange Citrus 3 2
Good looking small trees with glossy oval leaves, fragrant white blossoms and edible fruit. Time of year for flowering and fruiting varies greatly. Climate controls which type to plant for good fruit production; local advice will determine your choice. Citrus have special water requirements, a factor in their landscape placement.
Varies Dogwood Cornus 4 1
Graceful good looks and a horizontal branching pattern characterize the three most popular dogwoods. Spring display of flowers comes before leaves emerge; flowers are white, pink or a deep pink bordering on red. This is a classic choice for patio, garden, lawn or woodland edge; a dark backdrop shows off flowers in spring and
INS=ADD PLANT
RETURN=EDIT PLANT
ESC=QUIT THIS SCREEN
DEL=DELETE PLANT

You can review the plant entries in the database or add your own. You may display your plants by name, type, climate, hardiness, and growth rate. To add a new entry simply press the Insert key and you will see the "add a record" screen. Type in the new information and when done, press CTRL and <*Enter*> (at the same time) to save the record.

If you wish to edit an existing record select the record you wish to edit and press <*Enter*> to edit the record. Press CTRL and <*Enter*> (at the same time) to save the record when you are finished editing. To exit the program, press <*Escape*> at the title screen.

Special Note on System Configuration

The Plant Encyclopedia, like database programs in general, works with several data and index files at once. To allow the program to work correctly, your computer must be configured to allow extra file handles so that the Plant Encyclopedia can open these files. The file handles are set by a file called CONFIG.SYS in the root directory of the disk you boot your computer from. In the file, should be a line saying "FILES=20" or higher. Note: if you use a mouse, graphical environments like DeskMate, or other terminate and stay resident programs, we recommend that the line should read "FILES=30" or higher, to be on the safe side.

To view your CONFIG.SYS file type `SET` *<Enter>* at the DOS prompt. Find the line that starts "COMSPEC=" and then log into the drive letter that immediately follows the equal sign. (Example: your computer indicates "COMSPEC=C:\COMMAND.COM." Type `C:` *<Enter>* to log into drive C:. Then type the following:

```
TYPE \CONFIG.SYS        <Enter>
```

Your computer will display the contents of your CONFIG.SYS file on your screen. If you see the "File not found" message, if you *don't* see a line that reads "FILES=##," or if you see a number less than 20 (or 30 if you're loading a mouse, environment or TSR's), create and/or edit the file with an ASCII text editor such as the EDIT program found in DOS 5.0 and higher.

Special Note to Tandy and PS/1 users

If when you displayed the COMSPEC with the SET command you see that the drive indicated is *not* the one you know as your hard drive (perhaps D:), please check the documentation that came with your computer: you may be loading DOS from a ROM chip, and may need to run a special configuration program supplied by your computer manufacturer to change your CONFIG.SYS configuration.

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For our customers who prefer not to pay for the toll call, please write to us at the address below should you require assistance, with as much detail concerning your system and the problem as possible. We will answer via mail.

Expert Software
P.O. Box 144506
Coral Gables, FL 33114

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